SONIC THE COMIC

UK's OFFICIAL SEGA COMIC

STARRING SONIC THE HEDGEHOG™

FORTNIGHTLY

GET A-HEAD WITH DECAP ATTACK!

NEW STORY

KNUCKLES

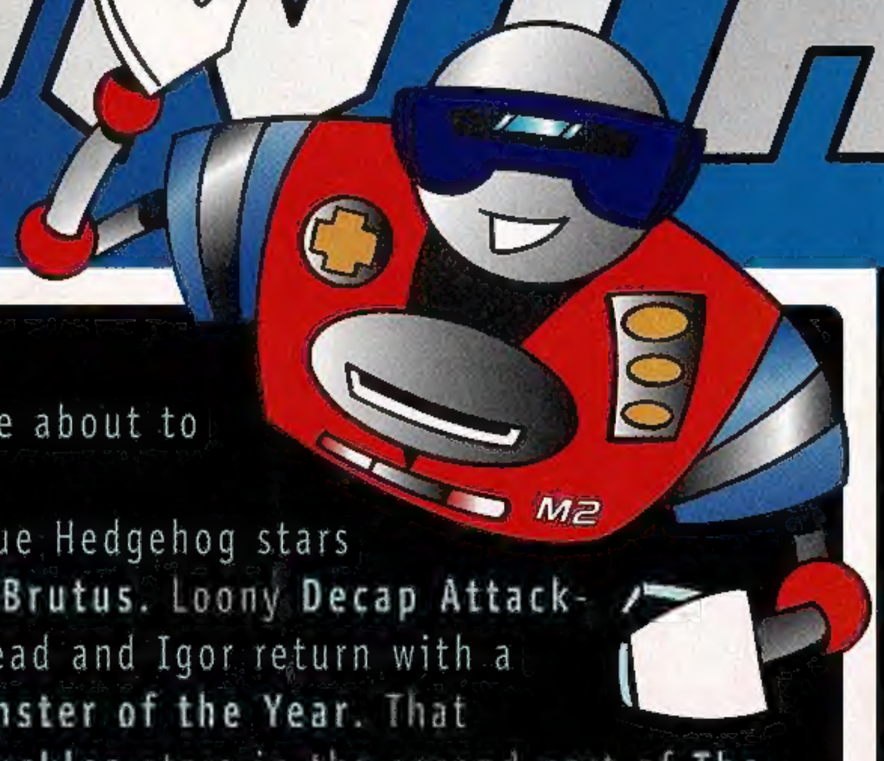
CYBERNIK

£1.20 • Nº 66
8 DECEMBER 1995

9 770969 304037 66

JAWS
BADNIK PIN-UP!

CONTROL ZONE



Hey, Boomers!

Stay cool as things are about to hot up ...

The World's fastest Blue Hedgehog stars in the conclusion to **Project Brutus**. Loony **Decap Attack**-ers Frank N Stein, Chuck-D-Head and Igor return with a skull-splitting new story, **Monster of the Year**. That 'other' Sega heavyweight, **Knuckles** stars in the second part of **The Homecoming**, and of courseThe Cybernik is fighting fit in **Sonic's World**. Oh, and mind those fingers 'cos **Jaws The Badnik** is the star of this issue's snappy centre page Pin-up.

The festive flapping season begins next issue, so prepare to have a **Chaotix** Christmas as the Crew return due to popular demand. Gotta go now, those humes have already found the turkey and nut roast crisps (two packets), which I'd hidden for the *STC* Christmas bash! I only hope my batteries can withstand the next two weeks. Wish me luck!

MEGADROID

CORONATION STREET CRIMBO COMPO!

Stand by for the opportunity to creep around those ancient adult-parent humes in the Christmas issue. The UK's top Sega-powered comic has got together with the UK's most popular street to celebrate **Coronation Street's** - wait for it - 35th birthday! So, a cracking Corrie Compo is on its way and by-eck it's gonna be a good 'un!

Make sure you have an order for the very next issue of *STC* - the comic that's right up your street!

● EDITOR: Deborah Tate
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SEGA CHARTS COMPILED BY GALLUP

ELSPA

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	●	FIFA SOCCER '95
2	↑	PGA TOUR GOLF 3
3	↓	BRIAN LARA CRICKET
4	●	THEME PARK
5	↑	SONIC THE HEDGEHOG 2
6	RE	THE LION KING
7	↓	PRIMAL RAGE
8	↑	CANNON FODDER
9	↓	STREET RACER
10	RE	RISE OF THE ROBOTS

MEGA-CD

1	↑	SEGA CLASSICS
2	↑	MICKEY MANIA
3	↓	SOULSTAR
4	↓	FIFA INTERNATIONAL SOCCER
5	↑	BRUTAL: PAWS OF FURY
6	RE	TOMCAT ALLEY
7	●	EARTHWORM JIM
8	↓	WORLD CUP USA '94
9	RE	THUNDERHAWK
10	RE	REBEL ASSAULT

MASTER SYSTEM

1	↑	MICKEY MOUSE 2
2	↑	ROBOCOP V TERMINATOR
3	↑	THE LION KING
4	↓	ASTERIX AND THE SECRET MISSION
5	↓	SONIC CHAOS
6	↓	WINTER OLYMPICS
7	↓	STREETS OF RAGE
8	↓	DESERT STRIKE
9	↑	DESERT SPEED TRAP
10	↓	SONIC THE HEDGEHOG

GAME GEAR

1	↑	JAMES POND 2 - ROBOCOD
2	↑	MICRO MACHINES
3	●	SONIC CHAOS
4	↓	FANTASTIC ADVENTURES OF DIZZY
5	↑	DROPZONE
6	↓	STRIDER 2
7	NEW	STAR TREK: THE NEXT GENERATION
8	RE	THE LION KING
9	RE	MORTAL KOMBAT 2
10	↓	SONIC DRIFT RACING

COMMANDER BRUTUS, ELITE TROOPER PROGRAMMED WITH A COPY OF ROBOTNIK'S BRAIN PATTERNS, HAS PUSHED SONIC TOO FAR! NOW OUR HERO HAS TRANSFORMED INTO SUPER SONIC AND IS READY FOR A SHOWDOWN!

SONIC THE HEDGEHOG

Project Brutus
Part 4

Script: LEW STRINGER
Art: RICHARD ELSON
Lettering: ELLIE DE'VILLE

HAH! BRUTUS WON'T STAND A CHANCE AGAINST SUPER SONIC!

HOPE YOU'RE RIGHT, JOHNNY - BUT SONIC LOSES HIS COOL WHEN HE'S SUPER SONIC... IT COULD COST HIM!

COME ON THEN, IF YOU THINK YOU'RE TOUGH ENOUGH!

ARRGHH!

KDUSH!

RRRAAGHH! I'M GONNA SMASH YOU, TIN-MAN!

GNNHH! IMPOSSIBLE! HE HAS THE POWER TO DAMAGE MY ARMOHR NOW!

KRAAKK

I WILL NOT BE BEATEN BY A HYPERACTIVE YELLOW HEDGE-HOG!

GET BACK, CREEP!

SILENCE, TEETH-ACHE! SONIC WON'T ATTACK ME WHILE I HAVE AMY CAPTIVE!

UHHNN!

STAY BAAACK!

THINK AGAIN, BIN-FACE! SONIC CAN BE A DANGER TO ALL OF US WHEN HE'S SUPER SONIC!

HE ... HE'S NOT GOING TO STOP!

DOOOMM

AARRRHH!

DESTROYYYY!

THAT DOES IT! NO MORE MISTER NICE GUY!

DID WE MISS SOMETHING, ROBOTFEATURES?

FOLLOW ME, SUPER SONIC ... IF YOU DARE!

NO! SONIC! YOU'LL BE OUTNUMBERED!

TROOPERS! FIRE!

BUM! BUM!

IT'S NO GOOD COMMANDER! HE'S TOO FAST!

SKRASH!

DUF!

WHAF!

DESTROYYYY! DESTROYYYY!

HE'S VERY... EFFICIENT AS SUPER SONIC, ISN'T HE?

YEAH... BUT I PREFER HIM MORE LAID-BACK!

THE SHIP IS READY TO ESCORT THE PRISONERS, COMMANDER. ER... WHERE ARE THEY, SIR?

NEVER YOU MIND! GET THE FOAM CANNON OPERATIONAL— NOW!

A LITTLE CLOSER, SONIC— AND THINGS COULD GET VERY STICKY FOR YOU!

SKRASH!

THAT DOOM-FOAM THICKENS IN SECONDS, SO HARD LUCK, SONIC!

BRING THE PRISONER INSIDE! WE'LL RETURN TO CITADEL ROBOTNIK IMMEDIATELY!

FRREEEE!

FOOOM!

THAT HEDGEHOG'S TOUGHER THAN I THOUGHT! I'LL RETURN TO THE METROPOLIS ZONE AND PLAN A NEW STRATEGY TO DEFEAT HIM!

HIS ENERGY EXHAUSTED, SUPER SONIC TRANSFORMS BACK INTO HIS MORE FAMILIAR FORM...

WOW! WHAT DO I GET UP TO WHEN I'M SUPER SONIC?

IT LOOKS LIKE I'VE MADE A FEW *TROOPERS'* HEADS SPIN, ANYWAY!

LOOK, AMY! IT'S *SONIC!*

HOW WILL HE JOIN US NOW THE *BRIDGE* IS DOWN?

STAY COOL, PALS! AFTER WHAT *WE'VE* BEEN THROUGH, *THIS* IS A BREEZE!

SPIN!

HAS ANYBODY BROUGHT A CAMERA?

COOL!

I EXPECT YOU'LL WANT APPLAUSE NOW!

TOO RIGHT!

I'M GLAD *BRUTUS* THE BRUTE HAS GONE!

YEAH, BUT I'VE A FEELING HE'S SAVING HIMSELF FOR A RAINY DAY!

CITADEL ROBOTNIK, HOURS LATER...

WHERE IS BRUTUS? I ORDERED HIM TO MY OFFICE TWENTY MINUTES AGO!

I--I'M SURE HE HAS A GOOD REASON FOR BEING LATE, DOCTOR!

ABOUT TIME, ROBOT!

I APOLOGISE FOR MY LATENESS, DOCTOR! MY BODYWORK NEEDED *REPAIRING!*

YOUR FIRST MISSION HAS *FAILED*, BRUTUS! I *TOLD* YOU TO BRING SONIC TO ME WHEN YOU CAPTURED HIM AND YOU *DISOBEYED*...

WITH RESPECT, DOCTOR... I AM PROGRAMMED WITH *YOUR* BRAIN PATTERNS! IN THE SAME CIRCUMSTANCES, *YOU* WOULD HAVE ACTED THAT WAY!

BAH! REMEMBER YOU ARE *JUST A ROBOT*, BRUTUS! NOW *GET OUT* AND WORK ON A NEW PLAN OF ATTACK!

AT ONCE, SIR.

ROBOTNIK FORGETS THAT WHEN HE PROGRAMMED ME, I INHERITED HIS *PERSONALITY* AND HIS *AMBITION*! ONE DAY I'LL *TAKE CONTROL* AND *I'LL RULE PLANET MOBIUS!*

KEEP A LOOK-OUT FOR FURTHER DEVELOPMENTS!

NEXT ISSUE: THE RETURN OF CHAOTIX!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

AAAHH!!! REAL MONSTERS

PRE-RELEASE VERSION

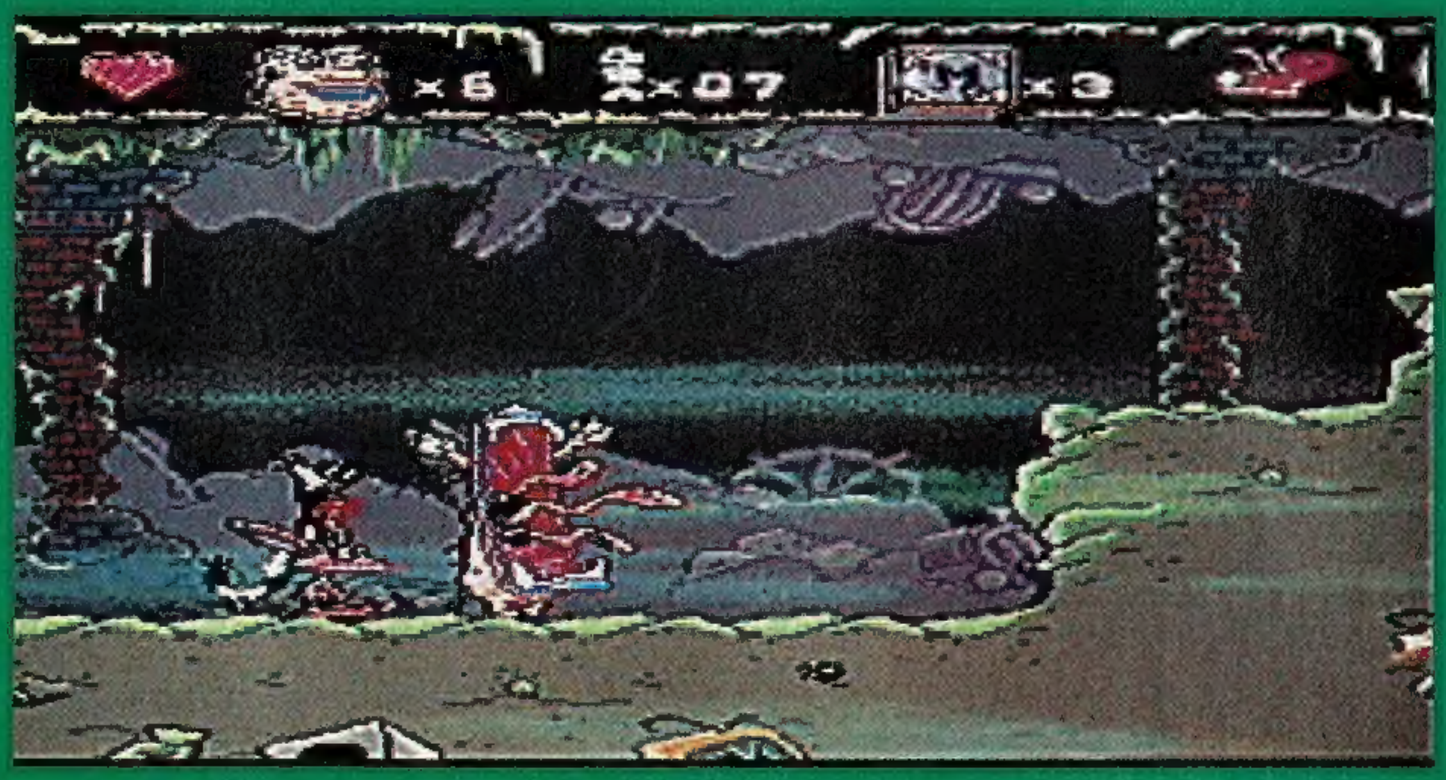
Reviewed by Neil Bryant.

MD MEGA DRIVE

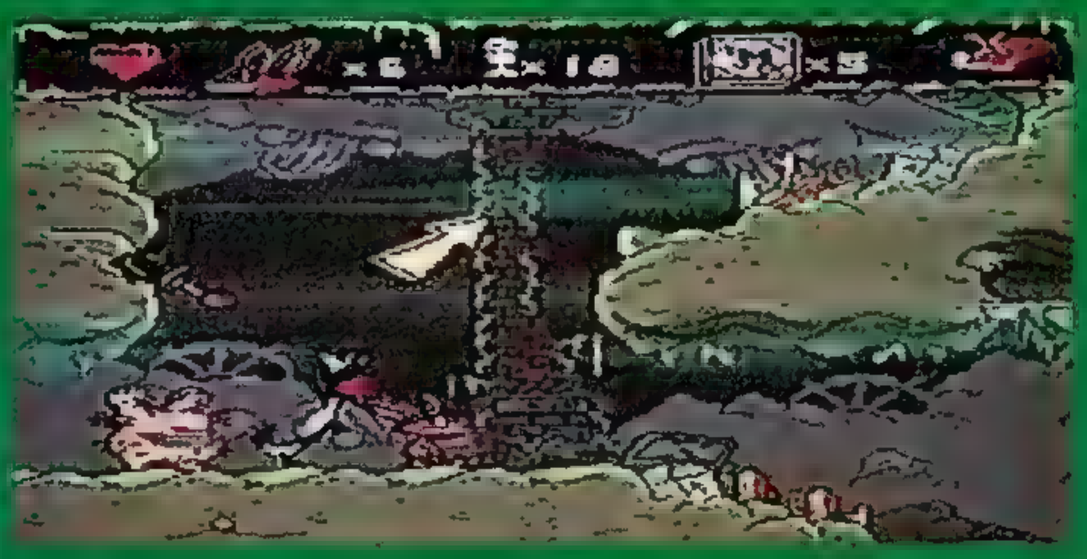
GAME TYPE: ACTION
PLAYERS: 1
PUBLISHER: VIACOM
PRICE: £44.99

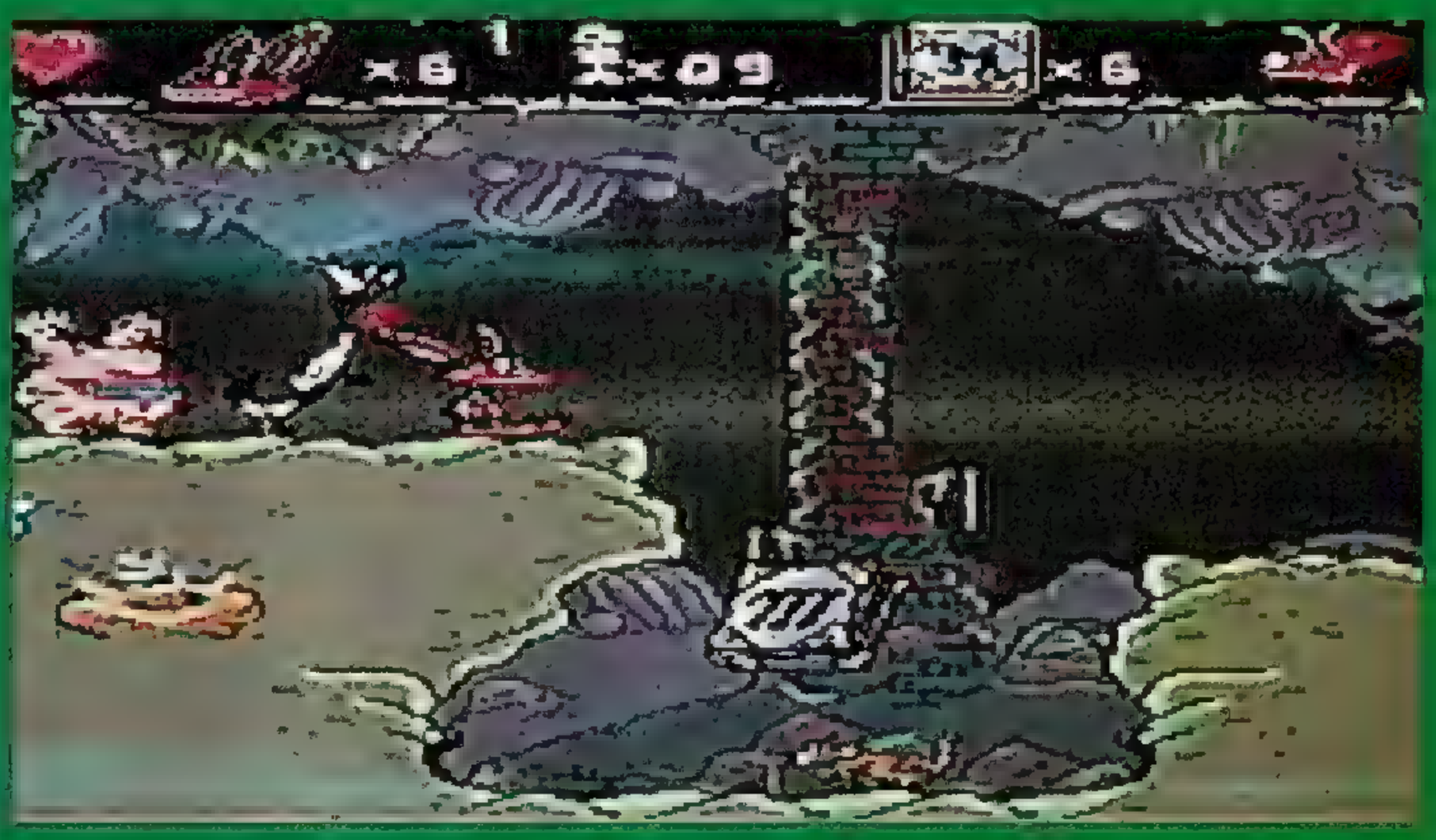
Ickis, Oblina, and Krumm are trainee monster pupils at The Monster Academy. They hope to graduate to full time fright merchants and Terror tutor/headmaster Gromble is at hand to brief them on the horrendous assignment that lies ahead.

Aaahh!!! Real Monsters takes the pupils through an assault course of twenty-five levels featuring locations such as the City Dump and the Natural History Museum. The task is to collect gruesome objects, frighten as many enemies as possible and to eventually scare the pants off the human Monster Hunter.



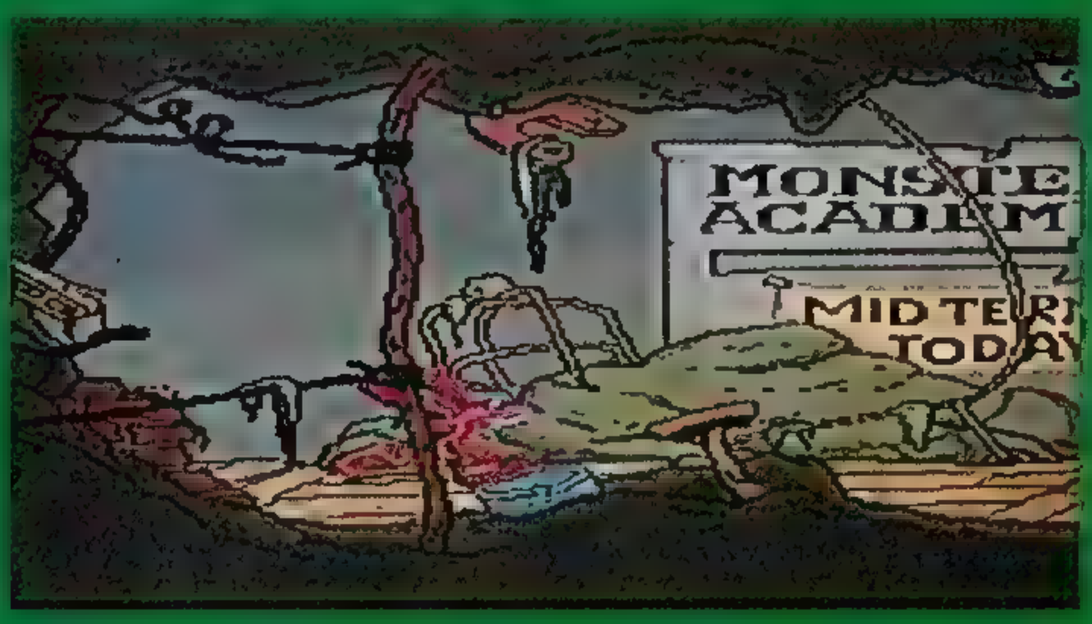
Using a three-way control feature, you have to get to grips with each monster's moves in order to overcome the many obstacles. Amusing defence moves include throwing trash to get rid of creepy crawlies and the scare tactic - very effective in frightening off unwanted humes.





It's best to take your time through the levels as there are plenty of hidden extra's which can prolong your life. To top up energy levels there are monster eats to pick up; the likes of maggots, roaches and flies! Ickis, Oblina and Krumm look true to their TV cartoon form (yes, they are famous already), but one minor complaint is the display screen icons which aren't as clear as they could be.

Aaahh!!! Real Monsters is oddly enough created in good taste and captures elements of humour which add to the entertainment. It will bring out the monster in all players' and with five bonus levels too, there's plenty of squeal appeal on offer.



FINAL COUNTDOWN

RAVES
The triple monster moves.

GRAVES
Display screen unclear.

GRAPHICS 80

SOUND 80

PLAYABILITY 84

OVERALL 82

ZOOP!

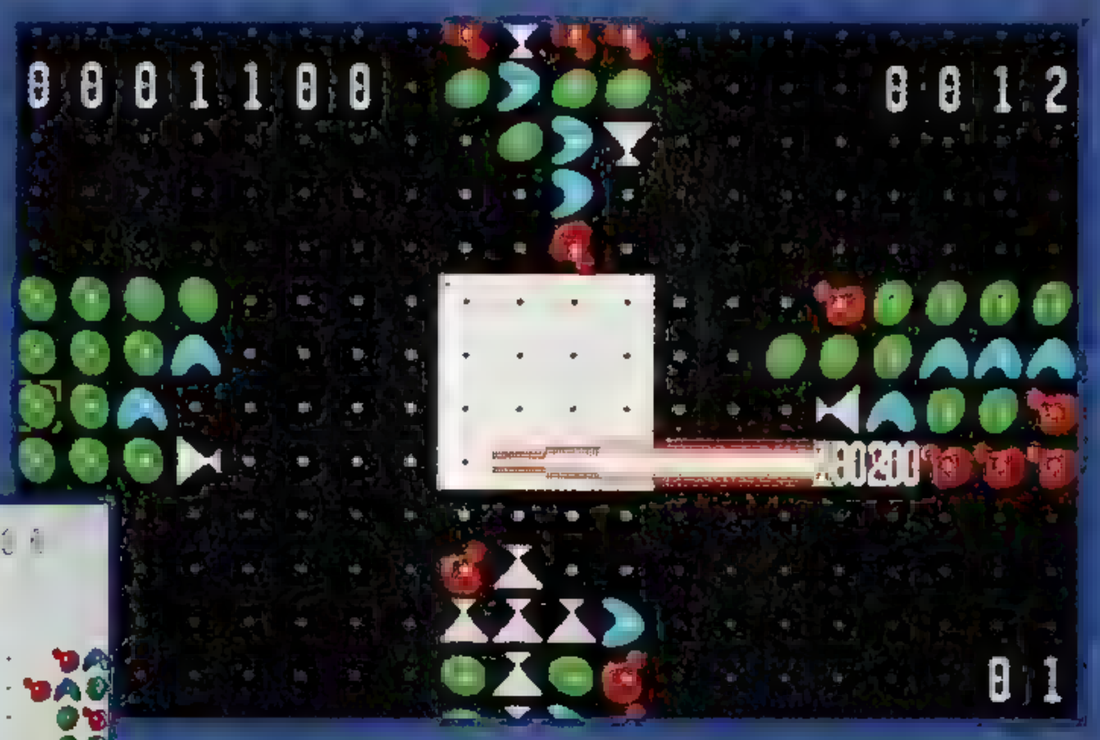
PRE-RELEASE VERSION

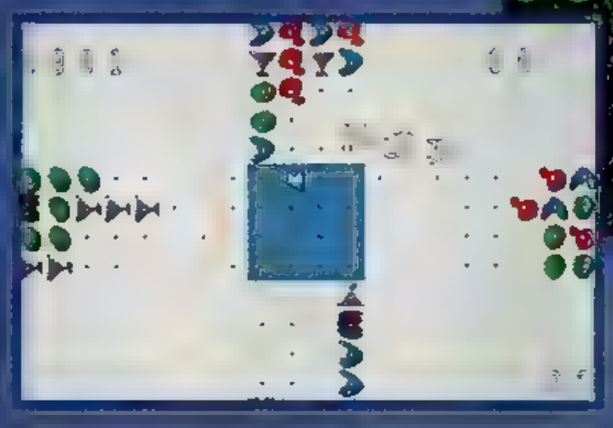
Reviewed by Neil Brynn.

MEGA DRIVE

GAME TYPE: PUZZLE
PLAYERS: 1

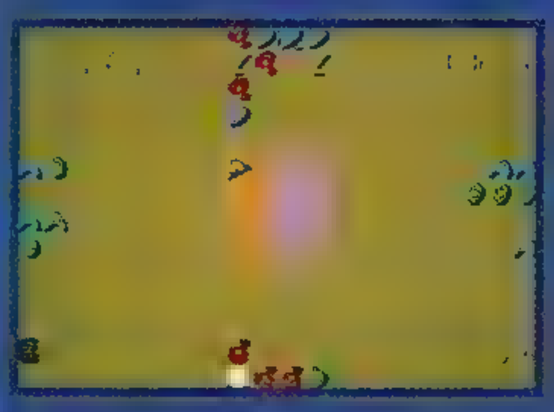
PUBLISHER: VIACOM
PRICE: £29.99





What a welcome change to see a puzzle game making an impact. **Zoop!** does just that and what's more it's incredibly addictive too.

Zoop! consists of nine increasingly difficult levels and two modes of play; continuous and level select. A triangle shaped marker is used to defend a central square from rows of advancing multi-coloured symbols. To score points, your marker has to be the same colour as the row of shapes you are firing at. (With me so far?). To change the colour of your marker you fire at a shape of the desired colour. Razor-sharp reflexes, quick-thinking strategy and an extra pair of eyes would't go amiss if you're to succeed in stopping those shapes invading your square. Not only do the advancing shapes move faster with each level but the patterned backgrounds become more complicated.



The jazzy background music is pleasant enough, but does nothing to calm your nerves when trying to zap shapes advancing from four different directions. Keep an eye out also for bonus icons which add extra points to your score, plus pick-ups which enable you to wipe out an entire line of approaching shapes!

Zoop! is a simply irresistible game guaranteed to have the greenest of gamer's hooked. It will also give the most experienced of Boomers a challenge to rise to.

FINAL COUNTDOWN

RAVES
Addictive!

GRAVES
Prepare to be zapped!

GRAPHICS 90

SOUND 88

PLAYABILITY 90

OVERALL 89

Decap Attack

MONSTER OF THE YEAR

Part 1

Script & Art:
NIGEL KITCHING

Lettering:
TOM FRAME

NEW STORY

THE 7.15 SPECIAL SERVICE TRAIN ARRIVES ON PLATFORM ONE. WAITING IN THE STATION ARE FRANK N STEIN, CHUCK-D-HEAD AND IGOR. . .

I STILL SAY THIS IS A STUPID IDEA!

NONSENSE, IGOR. . .DIS IST GREAT OPPURTUNITY FOR US!

IST NOT EVERY DAY VON GETS VON'S GREATEST SCIENTIFIC CREATION INTO DER FINALS OV 'MONSTER OV DER YEAR'!

C'MON, PROF. . .YOU DON'T **REALLY** THINK CHUCK HAS A CHANCE DO YOU? HE'S UP AGAINST SERIOUS COMPETITION!

IGNORE, PROFESSOR, WE WON'T LET YOU DOWN!

NMPHHGRNNN!

OH NO!

CHUCK, VOT ARE YOU DOINK?

LOOK, BEING COOPED IN HERE— I CAN HARDLY BREATHE!

IT WOULD HELP IF YOU TOOK A BATH ONCE IN A WHILE!

VERY FUNNY, BONEHEAD!

BESIDES, IF I GET WET MY STITCHES COME LOOSE AND MY LEGS FALL OFF!

QUICK, DER IST SOMEVON COMING. . . GET BACK IN!

I'M IN, I'M IN! JUST TAKE YOUR FINGERS OUT OF MY NOSE!

GOOT, NOW VE LOOK LIKE TREE ORDINARY CITIZENS VAITING TO BOARD DER TRAIN. IF PEOPLE RECOGNISED US THERE MIGHT BE PANIC!

LOOK, IT'S POTTY PROFESSOR FRANK N STEIN AND HIS BONKERS MONSTER, CHUCK-D-HEAD!

HEH, HEH! OH YEAH, SO IT IS. . .

ON BOARD THE TRAIN.

I HAFF RESERVED DER COMPARTMENT FOR US. . .

UH, AND CHUCK, VILL YOU *PLEASE* PUT YOUR HEAD BACK ON?

UH?

THIS COMPARTMENT IS RESERVED, YOU KNOW.

WELL WE JUST **UN-RESERVED** IT, SO • CLOSE THE DOOR ON YOUR WAY OUT.

BUT. . .

LOOK PAL, IF YOU DON'T SLING YER BONES PRONTO, I'LL KNOCK WHAT'S LEFT OF YER 'EAD OFF! GEDD IT?

LIKE TO SEE YOU TRY, BALDY!

YOU WOT?

N...N...NOTHING! IT WASN'T. . .

GO ON, GIVE IT YOUR BEST SHOT, **DARE YOU!**

WHY DON'T YOU JUST BELT UP!

RIGHT! I'M GONNA TEAR YER 'EAD OFF!

NO, YOU DON'T UNDERSTAND! I DIDN'T MEAN YOU! I WAS TALKING TO MY **OTHER** HEAD... INSIDE MY CHEST!

DO I LOOK STUPID?

WELL, NOW YOU MENTION IT...

RIGHT, SMART GUY!

B-DONNK!

EEEEEEKK!

KEIFF, YOU'VE **KILLED** 'IM!

LEG IT!

CHUCK, YOU DID THAT ON PURPOSE!

QUIT WHINING! WE GOT OUR SEATS BACK, DIDN'T WE?

A LITTLE LATER. . .

TICKETSPLEASE!

THESE ARE NO GOOD, SIR!

VOT DO YOU MEAN ? DEY ARE TREE RETURNS, AREN'T DEY?

AH, BUT YOU'VE BOUGHT SUPER SAVERS WHICH CAN ONLY BE USED AFTER SEVEN O'CLOCK ON THE RETURN PART OF YOUR JOURNEY WHEN YOU ARE TRAVELLING ON A SPECIAL SERVICE WHEN THERE'S A Z IN THE MONTH—

NO, NO. . .LOOK. IT SAYS HERE 'VALID ON ALL SPECIAL SERVICE TRAINS', LOOK!

YOU GOT HIM THERE, PROF!

NO YOU HAVEN'T! TODAY IS FRIDAY! THAT MAKES IT A **BLUE DAY!**

VOT?

THAT'S RIGHT! YOUR TICKETS AREN'T VALID ON A BLUE DAY IF YOUR JOURNEY TAKES YOU INTO A PINK ZONE.

I'M GOING TO HAVE TO ASK YOU TO GET OFF. . . HERE!

AND SO. . .

THEY COULD HAVE STOPPED THE TRAIN FOR US!

NEXT ISSUE: **THE CONTESTANTS!**

JAWS

BADNIK!

STC PIN-UP!

ART: FERRAN RODRIGUEZ

FREE

SHREDHEAD AND SHREDLESS WONDER!

Hi everyone! If you're like me a serious ShredHead, you're bound to go bouncy for the jelliciously orangjelly tangy taste of **Robertson's Golden Shred.** Or, maybe you're wickedly smooth like my buddy Shredless Wonder, who goes bendy for the jelliciously clear orangelliness of **Robertson's Golden Shredless.** Whatever you prefer, you can get us both from our jars and we'll come bouncing and bending our way to you as a free super bounce ball (that's me!) or a free bendable bendy toy just like Shredless Wonder. So tell your mum to look out for the special **Golden Shred and Golden Shredless labels.** You only need three labels for one of us, or five labels to get us both **FREE!**

See promotional jars for full details. Offer closes 31/12/96. Toys not suitable for children under 36 months because of small parts/wires.

MANY YEARS AGO THE ORIGINAL INHABITANTS OF **THE FLOATING ISLAND** DISAPPEARED. WHY THEY LEFT AND WHERE THEY WENT, NOBODY KNOWS.

NOW, AT LAST, ONE HAS RETURNED. NAMELY, DOCTOR ZACHARY...

KNUCKLES™

The Homecoming

Part 2

Script. NIGEL KITCHING
Art. NIGEL DOBBYN
Lettering ELITTA FELL

SO THE LEGENDS ARE ***TRUE***... THE CHAOS EMERALDS ***REALLY EXIST!***

THEY ***SURE DO,*** DOCTOR ZACHARY!

IT'S ***UNBELIEVABLE***... ALL THAT POWER CONTAINED IN SEVEN ANCIENT CRYSTALS!

IT'S THEIR ***ENERGY*** THAT KEEPS THE FLOATING ISLAND IN THE SKY...

"WITHOUT THEM THE WHOLE PLACE WOULD COME ***CRASHING DOWN*** ON THE SURFACE OF PLANET MOBIUS!"

LOOK DOC, I HAVE A *MILLION* QUESTIONS...

FOR INSTANCE, I STILL DON'T KNOW *WHY* EVERYONE LEFT THE FLOATING ISLAND, LET ALONE WHEN THEY PLAN TO *RETURN!*

WHY WAS *I* LEFT TO GUARD THE FLOATING ISLAND WHILE THEY'RE AWAY?

YES, YES I HAVE *MUCH* TO TELL YOU, KNUCKLES...

BUT NOW I AM *WEARY* AND NEED *SLEEP.* WHAT I HAVE TO SAY WILL WAIT TILL MORNING.

FOR DAYS I HAVE BEEN IN HIDING... THE ROBOT HAS NEVER BEEN SO CLOSE TO CATCHING ME BEFORE.*

*SEE LAST ISSUE – Megadroid.

NO NEED TO WORRY ABOUT THE ROBOT NOW! I *TOOK CARE* OF HIM!

DON'T BE SO SURE. THE ROBOT IS VIRTUALLY *INDESTRUCTIBLE* AND IT IS ABLE TO TRACK ME SOMEHOW...

"IT WILL NEVER REST UNTIL IT HAS ME, *NEVER!*"

THAT NIGHT KNUCKLES FINDS IT IMPOSSIBLE TO SLEEP.

I CAN'T GET THAT ROBOT OUT OF MY MIND... I'M *SURE* I RECOGNISE THE DESIGN...

MAYBE IT WAS SOMETHING I SAW IN THESE ANCIENT SCROLLS...

AH-HA! *THERE* IS IT!

BUT WHY SHOULD ONE OF THE ROBOTS BUILT BY THE PEOPLE OF THE FLOATING ISLAND ATTACK DOCTOR ZACHARY?

I'D BETTER LET THE DOC SEE THIS *STRAIGHT* AWAY!

KROOOM

YAAA!

TRY AGAIN, BIG HEAD!

KLANG!

KNUCKLES - WHAT?...

NO... NOT THE *ROBOT!*

DOCTOR ZACHARY... *RUN FOR IT!*

OH NO, HE'S *FROZEN* WITH FEAR...

UHNNH!

WAWW

MOMENTS LATER...

KNUCKLES... THANK GOODNESS YOU'RE ALIVE!

I...I'M OKAY... HEY, WHERE'S THE ROBOT?

HE TURNED AWAY FROM ME AT THE LAST SECOND... HE WENT DOWN THERE!

THE EMERALD CHAMBER!

KROOM!

WHAT? A QUAKE?

THE ROBOT... HE'S DOING SOMETHING TO THE MASTER EMERALD!

KRA-AAK!

NO!

NEXT ISSUE: CRASH DOWN!

Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

Problem Solver: David Gibbon

ROAD RASH 3

MEGA DRIVE

SPECIAL Part 3

STC's players guide to the top motor biking game reaches the third and final part ...

TOP TIPS

1. You can carry as many weapons as you like in this game. Collect them by getting close to another rasher and press C as they attempt to hit you. You can cycle through your other weapons by pressing Up and Start at the same time. Remember you can only steal another weapon when you are using Punch.

2. The later levels can get very hard. If you buy a Super Bike you'll probably find it uncontrollable - they go so fast it's hard not to crash! Stick to a powerful Sports Bike which is fast enough to get you through the game.

3. The safest way to ride the roads is to try and stay in the middle at all times. This way you are in a position to act quickly if you see any on-coming hazards such as cars or pedestrians.

4. Be extra careful whenever the police helicopter, bikes or cars are around. There's more chance of crashing and getting busted with the appearance of extra obstacles.

CODES

Enter the following codes on the password screen to achieve the desired effects.

BK21 2005 Level Two + $4,210 + Perro 125 Rat Bike + Performance Upgrade

NO20 2611 Level Two + $2,670 + Banzai 450 Rat Bike + Performance Upgrade

T3U1 RGTS Level Three + $38,700 + Perro 250 Sports Bike + All Upgrades

D340 SSOD Level Four + $5,340 + Diablo 1000 N + All Upgrades

TOP SECRET BIKE

To access a secret bike that goes a speedy 215 mph, jump to Level 3, + $3,330 cash + all have upgrades + the Club, Chain and Mace weapons. Reset the game and plug your joypad into port 2. When the title screen appears (the one before the menu screen) press B, Left, Up, Right and then Start. When the game begins, you'll be equipped with that super fast bike.

The END

SCORE A BULLSEYE!

RESERVE YOUR COPY OF

SONIC THE COMIC

Reservation Coupon

To my newsagent,

Please reserve/deliver* a Sega-sational issue of SONIC THE COMIC every fortnight

NAME .....

ADDRESS .....

.....

.....

.....

SIGNATURE .....

** Delete as appropriate*

AND AIM TO BEAT THE FORTNIGHTLY RUSH!

Original artwork: CARL FLINT

FREEDOM FIGHTER SHORTFUSE THE CYBERNIK HAS BEEN LEFT FOR DEAD IN AN EXPLOSION AT THE CHEMICAL PLANT ZONE! NOW, AT CITADEL ROBOTNIK, HEART OF THE METROPOLIS ZONE...

METAMORPHIA IS HERE TO SEE YOU, SIR... WITH A PRISONER!

WELL, SEND THEM IN, RECEPTIONIK!

IF IT ISN'T TEKNO! EX-ENGINEER TURNED TRAITOR!

GET LOST, CONEHEAD!

SONIC'S WORLD

CYBERNIK STRIKES BACK

Part 4

Script: LEW STRINGER Art: CARL FLINK & JOHN M BURNS

TUT, TUT! SUCH DEFIANCE WILL NOT GO UNPUNISHED! I TRUST THE CYBERNIK IS DESTROYED, METAMORPHIA?

COMPLETELY, DOCTOR!

SWISHHH!

FIRST I USED MY SHAPE-SHIFTING ABILITIES TO ATTACK HIM AS AN ARMOURED WARRIOR...

THEN I TRIED TO CRUSH HIM WITH TENTACLES...

..AND THEN A FUNNY THING HAPPENED! THE *BOMB* THAT SHORTFUSE PLANTED *DESTROYED* HIM!

BOMB?

WHAT BOMB?

ERM . THE ONE THAT BLEW UP YOUR FACTORY IN THE CHEMICAL PLANT ZONE! *Ulp!*

WHAAAT?

MEANWHILE, ON THE CHEMICAL PLANT ZONE AT THE BOTTOM OF THE SEA, SHORTFUSE IS ALIVE – BUT FOR HOW LONG?

UHNN... TRAPPED!

DEBRIS FROM THE EXPLOSION .. PINNING ME TO THE SEA BED... ARMOUR'S OXYGEN SUPPLY RUNNING OUT!

CAN'T RISK BLASTERS . MAKE MATTERS WORSE! MAYBE *BOOT JETS...*

I'LL DIG A TRENCH IN THE SEA BED... GIVE ME JUST ENOUGH ROOM TO GET OUT.

BFFVVV...!

FREE!

NO SIGN OF METAMORPHIA! MAYBE SHE'S TAKEN TEKNO AS A PRISONER TO DOCTOR ROBOTNIK!

IT'S *MY* FAULT THAT TEKNO GOT INVOLVED— HAVE TO RESCUE HER!

ROBOTNIK WILL THINK I'M *DEAD*... HOPE HE LIKES *SURPRISES!*

GRIMER'S LAB, CITADEL ROBOTNIK...

DOCTOR ROBOTNIK! I THOUGHT YOU'D BE *PLEASED*— I DESTROYED *SHORTFUSE* FOR *YOU!*

...AND YOU LET MY FACTORY BE BLOWN UP! DO YOU KNOW THE *COST* OF *REPAIRS?*

YOU HAVE FAILED ME *TOO OFTEN!* I *WITHDRAW* YOUR SHAPE-SHIFTING POWERS!

NNOOOO!

YOU WILL SERVE ME BETTER AS A BADNIK! GRIMER, TAKE HER TO BE PROCESSED!

Sob!

SIR! CITADEL ROBOTNIK IS *UNDER ATTACK!*

WHAT? WHO WOULD *DARE?*

I'M COMING TO GET YOU, ROBOTNIK!

IT'S SHOWDOWN TIME!

CONCLUDED NEXT ISSUE!

SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Sandra Corcoran, Warley, W. Midlands.
Sonic Stationery Winner.

MATT THE KNIFE!

Dear *STC*,

I have a great suggestion, why don't you change *STC* to a weekly comic so that us boomers can have twice as much fun?

Matthew Howland,
Ellon, Aberdeenshire.

Mmm, it's not as if the extra workload would dent anyone's social life (none of the humes who work on STC have any friends, Matt!).

Look out for the Chaotix Crew - back in a new story next issue!

ALLO CHUCK!

Dear *STC*,

Please bring back the **Decap Attack** strip (even if I was the only one who liked it!). Lastly, well done on a comic which I have every issue of, and will continue to collect for a long time yet.

James Norriss.
Please supply address details.

You're not a lone Decapper, James, which is why The Decappers are back in the Monster of the Year strip this issue.

Remzy, Palmers Green, London.
Sonic Stationery Winner.

Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

Everything printed in *Speedlines* wins a **Highgrove Sonic Stationery** set. Boomers will find the equipment extremely useful in helping to organise those important events in life.

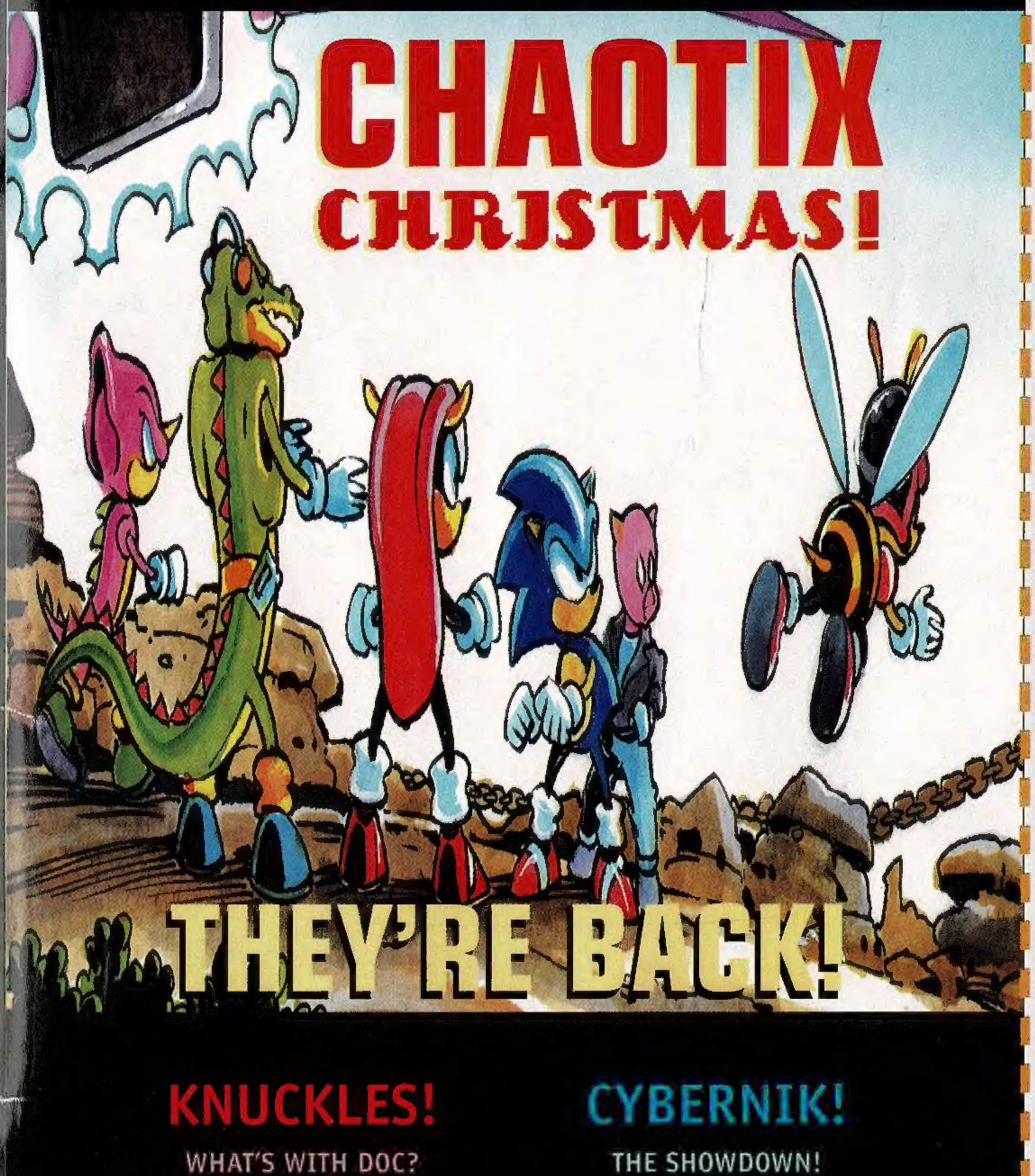
Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for **Helen Waller** on **0171 344 6400.**

The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.

NEXT ISSUE

HAVE YOURSELVES A ...

CHAOTIX CHRISTMAS!



THEY'RE BACK!

KNUCKLES!
WHAT'S WITH DOC?

CYBERNIK!
THE SHOWDOWN!

DECAP ATTACK!
MONSTER MAYHEM!

GRAPHIC ZONE!
YOUR YULE CRACKERS!

PLUS

ASTERON BADNIK PIN-UP!

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ON SALE SAT, 9 DECEMBER '95

DATA $TRIP

I'VE BEEN READING *STC* SINCE ...

ISSUE .....

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐
MM ☐ MS ☐ 32X ☐
SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 66

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